

Bill Tyros

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Software Engineer with 9+ years of experience in the video game, financial, and hospitality industries.

Work Experience

Senior Software Engineer @ Sonder (2022-Present)

- Developed availability health metrics that contributed to a \$10M year-over-year profit increase.
- Maintained a third-party distribution system in Ruby to sync listings on Airbnb, Booking, and Expedia.
- Refactored a 300k+ LOC legacy Ruby on Rails codebase, upgrading to Ruby 3 and Rails 7.1 for improved performance and maintainability.
- Enhanced and maintained a dynamic pricing system in Python, optimizing rates based on real-time supply/demand.

Software Engineer @ Morgan Stanley (2019-2022)

- Designed and implemented a Python-based system to aggregate data from internal and vendor sources and generate metrics.
- Built self-service web applications in TypeScript/Angular (for agile/devops metrics and JIRA administration), streamlining workflows and reducing manual overhead.

Programmer @ Framestore VR (2017-2019)

- Engineered an art asset pipeline for Unreal Engine 4, creating C++ and Python plugins to automate workflows and improve production efficiency.

Programmer @ Borealys Games (2016-2017)

- Developed core gameplay systems and UI in Unity (C#) for Mages of Mystralia ensuring a polished player experience and robust game architecture.

Internship @ CAE (2013-2014)

Skills / Technologies

- Languages: Python, Ruby, C#, Go, TypeScript, JavaScript, C++
- CI/CD: GitHub Actions, Jenkins, CircleCI, Buddy

Education

Interactive Real-Time Systems Development @ University of Sherbrooke (2016)

B.Sc. Software Engineering (Honours) @ McGill University (2015)